キャラクター原案:ゆきさん

Comment

Aloha Zachou

原作:アロハ座長

Only Sense Online コミックス1巻を手に取っていただきありがとうございます。ユンを主人公とするゆるい雰囲気の作品ですが、こうしてマンガになると「ビジュアル的には主人公はタクだよな」と思いながらもコロコロと表情の変わるユンやミュウのかわいさを楽しんでおりました。これを読んでくれている方も、私と一緒にOSOを見守っていただけたらと思います。作画の羽仁先生、キャラクター原案のゆきさんには、感謝の念が尽きません。これからもユンたちの活躍を原作者として、そして読者として楽しみたいと思います。

アロハ座長

IT'S COME TO THAT

ONII-CHAN'S ULTRA ANXIETY

AN ADDICT
YUP, SURE!
SPEAKING OF ONLINE GAMES, SOMETIMES SOMEONE SAYS THINGS LIKE "LET'S MEET UP IN RL?", RIGHT?
I WAS.
HOO!
HAVE YOU ACTUALLY BEEN INVITED TO ONE?
THERE IS NO REASON TO, I SUPPOSE.
SO, DID YOU GO?
AS I THOUGHT. YOU'RE SCARED?
THIS FELLOW IS SERIOUSLY A GAME ADDICT...
GAME
THAN GAME OFF
GAME ON IS BETTER
NO. INSTEAD OF THE MEETING, THIS TIME CAN BE SPENT TO LEVEL UP, ISN'T IT?
STUDY
DON'T WORRY!
ALL YOU'RE DOING IS PLAYING THE GAME. ARE YOU DOING YOUR SUMMER HOMEWORK?
COPYING YOUR HOMEWORK (THAT IS)!
YOU'RE THE WORST.
I'M DOING IT AN HOUR A DAY.
IF BY ANY CHANCE YOU GET A FAILING MARK, THE WORST...
HOW ABOUT THE TESTS AFTER THE NEW TERM BEGINS?
ANYTHING BUT THAT!
I WILL MAKE YOU DO YOUR HOMEWORK INSIDE OSO.

50 YEN PENALTY IF YOU CALL ME THAT

POWER OF WORDS

» YUN

EQUIPMENT

equipment

WEAPON: BEGINNER'S BOW
HEAD: —
OUTERWEAR: ADVENTURER'S CLOTHES (UPPER BODY)
UNDERGARMENT: —
ARMS: —
TORSO: —
HIPS: ADVENTURER'S CLOTHES (LOWER BODY)
ACCESSORIES: UNREFINED IRON RING (1), BRONZE RING (1)

SENSES

sense

BOW LV17　HAWK EYES LV23
SPEED INCREASE LV6　DISCOVERY LV3
MAGIC ABILITY LV23　MAGIC POWER LV22
MIXING LV15　ENCHANT LV22
CRAFTSMANSHIP LV13
CRAFTING KNOWLEDGE LV11

RESERVE

TAMING LV1　SYNTHESIS LV15
ALCHEMY LV9

play style

ALTHOUGH I HEARD THAT THE NIGHTTIME HAD THE HIGHER ENCOUNTER RATE, IT'S STILL AMAZING
BUT, AS I AM NOW ...
SPY
CRAFTSMAN
THIS TIME SUCCESS!!
POTION

» MYU

equipment

EQUIPMENT

WEAPON: HOLY SWORD (JEANNE)
HEAD: LILY HAIR ORNAMENTS
OUTERWEAR: D'ARC'S HOLY ARMOR
UNDERGARMENT: —
ARMS: D'ARC'S HOLY ARMOR
TORSO: —
HIPS: D'ARC'S HOLY ARMOR
ACCESSORIES: ?

sense

SENSES

ONE-HANDED SWORD LV7
ARMOR LV28
PHYSICAL ATTACK INCREASE LV31
PHYSICAL DEFENSE INCREASE LV27
FIGHTING SPIRIT LV17
MAGIC ABILITY LV24
MAGIC POWER LV24
MAGIC POWER RECOVERY LV14
LIGHT ELEMENT LV22
RECOVERY LV15

RESERVE

SWORD LV30

play style

*"RECOVERY": RECOVERY-TYPE SENSE ENABLING MAGIC RECOVERY. INCLUDES HP RECOVERY AND CURES ABNORMAL STATUSES.

» TAKU

equipment

EQUIPMENT

WEAPON: BRAVE WARRIOR'S SWORD
HEAD: —
OUTERWEAR: PROTECTION VEST
UNDERGARMENT: RANGER'S SHIRT
ARMS: HAND PROTECTOR
TORSO: STRONG BELT
HIPS: —
ACCESSORIES: ?

sense

SENSES

SWORD LV31 ONE-HANDED SWORD LV3
ARMOR LV30 LIGHT ARMOR LV9
MAGIC POWER LV9 HP INCREASE LV17
PHYSICAL ATTACK INCREASE LV28
PHYSICAL DEFENSE INCREASE LV26
PARTY LV15
SWORDSMAN'S KNOWLEDGE LV20

RESERVE

FIGHTING SPIRIT LV9
MAGIC DEFENSE INCREASE LV2

play style

SWORDSMAN

"HP INCREASE": MAX HP RAISING SENSE. "FIGHTING SPIRIT": BY YELLING, SLIGHTLY REDUCES THE PHYSICAL DAMAGE AND GIVES THE RESISTANCE TO KNOCKBACK.
"PARTY": GIVES THE PARTY A SLIGHT INCREASE OF ALL THEIR STATS. "SWORDSMAN'S KNOWLEDGE": CORRECTS THE DAMAGE OF ATTACKS AND ARTS DONE BY SWORD-TYPE SENSES.

Chapter 0.
A day in the Beta before the official opening.

0章　オープン前のβな日

"Hey, hey. Taku-san, are the preparations complete?"
"Yup, Shun's VR gear has been properly obtained."
"I'm looking forward to it. That's because although it's just in a game, I'll be able to meet him directly. I have been talking to Shun-chan only on the phone, you know."

A blue haired woman gently placed a hand on her cheek. A brown haired boy and then, a silver haired girl. Three people with the hair colors that were impossible in reality, were conversing leisurely.
However, their surrounding was in a riot. Creatures with horns and fangs were attacking one after another. Nevertheless, the three people were going to repel these creatures with ease.
The brown haired boy skillfully unsheathed his two long swords and cut down the creatures.
The silver haired girl, while swinging her one-handed sword, burned the enemies with light.
The blue haired woman, raised her staff and created streams of water, mowing down the enemy rows.
Still, to defeat the enemies without scattering blood, to turn the felled foes into particles of light, disappearing without a trace...
This was "Only Sense Online". A Sword and Magic Fantasy VRMMO world with "Only One" play style as its catchphrase which was coined due to players equipping a multitude of Senses. This was the game's beta test version and the three people were Beta testers.

"Myuu-chan and Sei-san, are you still going to team up together when the game officially opens?"
"I don't know? Perhaps. I may not be able to play the game with Myuu-chan as much as before, I guess?"
"Ehh!? It's lonely like that, Sei-onee-chan."

Myuu, the silver haired girl raised her voice of protest like a spoiled child to the blue haired woman who they called Sei.

"It's alright because we'll invite Shun-chan to play too. Besides, because of the official opening, more and more people will fill this world. That's a fantastic thing, isn't it?"
"That may be so, but..."

For the moment, it was a desolate hunting ground but maybe by switching over to the official version from the beta, it'd become filled with people.

"Well, there's no point in worrying, is there? Besides, Shun's gonna take part in this for us. He's your older brother and my best friend, isn't he?"

The brown haired boy, Taku, said so with a wide smile, showing off his teeth, looked for his next prey and slashed at it.

"Even so, the Beta will close after three days, haaa~. Makes me kinda lonely. We'll have to wait for the summer vacation's official opening afterall."
"Isn't that why we've come here, to hunt to prepare for the official version? So let's do our best and succeed in the dash at the starting line!"

The three were hunting today in this place in order to increase the baggage that OSO's beta version allowed to carry over. In the official version of the game, all of the Senses, equipment and items would be reset and only the earned money would remain. Therefore, the main objective of the three was to earn money.

"At any rate, as expected, in the last few days the market inside the game is getting thin, isn't it? Craftsmen don't buy nor make production material anymore."
"It can't be helped, can it? The player population's little too, so everyone is hunting in order to increase their money to have advantage."

A stagnation of the in-game economy occured near its end. If during this time, a joke item like a "firework" were made by the craftsmen, the remaining days might have turned out differently.

If this were to happen, thousands of fireworks would be launched on the last day. The towns' sky would be filled with gunpowder and illusion magic. This could be their way to complete the Beta version.

For the sake of making those items, fighters would run across the world and strike down the monsters. And then, craftsmen would strive with all their might to complete the task.
We might have seen such a spectacle.

However, the beta version was ending now, ending for the next beginning.
In the future of this world, Shun will step forth. No, the player called Yun will. As a craftsman, what kind of role will he play? What kind of items will he create?
That tale has yet to begin.

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TOP 1 SWORD

CONSIDERED A STANDARD, EASY TO USE WEAPON, APPROPRIATE FOR PLAYERS FROM BEGINNER TO INTERMEDIATE LEVELS. THE WEAPON TYPES RELATED TO THIS SENSE ARE ALSO NUMEROUS AND THIS VARIETY IS ONE OF ITS MOST POPULAR FEATURES.

TOP 2 "MAGIC"-FAMILY SENSES

THE MAGIC-TYPE SENSES USED IN COMBO WITH "MAGIC POWER" AND "MAGIC ABILITY". INDIVIDUALLY, THEY DON'T HAVE MUCH SIGNIFICANCE, BUT THIS IS AN EXAMPLE OF COMBINING SEVERAL SENSES TO PRODUCE POWERFUL EFFECTS. DESPITE THE REQUIREMENT OF HAVING 3 SENSES, THE REWARD IS GREAT. HOWEVER, SOME MAGIC-TYPE SENSES ARE EXCEPTIONS.

TOP 3 "STATUS INCREASE" TYPES OF SENSES

THESE TYPES OF SENSES INCREASE HP, MP AND OTHER STATUSES OF THE PLAYER. IT DOESN'T AFFECT SKILLS AND ARTS NOR GIVE BONUSES TO WEAPONS, BUT GREATLY RAISES THE CORRESPONDING STATUSES. BY LEVELING IT UP, THE BONUS FURTHER INCREASES. IT'S POSSIBLE TO EQUIP SEVERAL OF THOSE SENSES IN ORDER FOR THE EFFECTS TO STACK UP AND EASILY ADJUST SPECIFIC STATUSES.

TOP 4 PARTY

IF A PERSON POSSESSING THIS SENSE IS IN THE PARTY, EVERYONE IN THE PARTY RECEIVES STATUS UP ACCORDING TO THE SENSE'S LEVEL. THE EFFECTS DON'T STACK, BUT IT'S CONVENIENT DUE TO ITS GREAT BUFF TO THE WHOLE PARTY. IT'S A POPULAR SENSE, WHICH IS CALLED "THE SENSE THAT YOU WANT TO HAVE IN YOUR PARTY". HOWEVER, IT IS OF NO USE FOR A SOLO PLAYER. MORESO, THIS SENSE IS ACTIVATED ONLY FOR THE PERSON WITH THE HIGHEST LEVEL OF IT, SO THE GAP BETWEEN THE POSSESSORS OF THIS SENSE IS LIKELY TO WIDEN.

TOP 5 SPEAR

AN ATTACK SENSE, ONE OF THE STANDARD WEAPONS. DUE TO ITS LONGER RANGE COMPARED TO THE SWORD, IT'S EASY TO USE EVEN FOR NOVICE PLAYERS WHO HAVE NO EXPERIENCE WITH VR. IN ADDITION, IT IS BOTH A CLOSE AND MEDIUM RANGE TYPE WEAPON AND THE THRUST DAMAGE IS HIGHER THAN A SWORD'S.

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WORST 1 COOKING

ONE PART OF COOKING IS THAT BY EATING YOU CAN GAIN STATUS UPS AND OTHER POSITIVE EFFECTS, BUT THE RAW MATERIALS FOR THESE DISHES ARE SCARCE. AND IT ISN'T REGARDED HIGHLY BECAUSE THE USE OF OTHER INGREDIENTS FREQUENTLY CAUSES ABNORMAL STATUSES AND OTHER NEGATIVE EFFECTS. POISONED COOKING SEEMINGLY LED TO BIOTERROR IN THE BETA VERSION...

WORST 2 BARGAIN INCREASE

SLIGHTLY IMPROVES THE PRICES OF ITEMS AND MATERIALS WHEN TRADING WITH NPCS. HOWEVER, IT TRUNCATES THE DECIMALS AND AFFECTS ONLY NPCS. IF THE LEVEL IS LOW THEN THE AMPLIFICATION IS LOW AS WELL, THE SENSE CAN BE AQCUIRED ONLY IF TOTAL SP EXCEEDS 20, AND SO FORTH, IT IS BEING VIEWED AS SOMETHING NOT HAVING MUCH VALUE AT THE EARLY STAGES OF THE GAME.

WORST 3 BOW

IN THE BETA VERSION'S TOWN ASSAULT EVENT, THE PLAYERS WHO USED BOWS WERE LABELED AS A BURDEN AND SO IT RIGHTFULLY DESERVED A PLACE IN THIS RANKING. IT'S A LONG-RANGE COMBAT TYPE SENSE, BUT, IF TO COMPARE ITS POOR ACCURACY, ATTACK POWER, ETC. TO THE SAME LONG-RANGE MAGIC TYPE SENSES, IT CAUSES A DEGREE OF PREJUDICE. ALSO, IN THE FANTASY GAME OF SWORDS AND MAGIC, BOWS ARE RELATIVELY UNPOPULAR COMPARED TO SHOWY SPELLS.

WORST 4 ENCHANT

ONE OF MANY STATUS ENHANCING MAGIC SENSES. HOWEVER, BECAUSE ITS RANGE IS EXTREMELY SHORT, IT IS CONSIDERED AS AN INFERIOR VERSION OF THE BATTLE-TYPE SENSES WITH SELF-ENHANCING SKILLS AND THE STATUS INCREASING SENSES. BUT ONE RECOGNIZABLE ADVANTAGE OF "ENCHANT" IS THAT ITS EFFECTS CAN OVERLAP.

WORST 5 ALCHEMY

A MATTER CONVERSION SKILL. HOWEVER, DUE TO ITS POOR COST TO EFFECT RATIO, OTHER GENERAL SENSES ARE GIVEN PRIORITY. IT DOESN'T MEAN THAT "MIXING", "SYNTHESIS" AND OTHER SIMILAR SENSES HAVE A GOOD EFFICIENCY, AS THEY ARE ALSO CONTENDING FOR A PLACE IN THIS RANKING OF WORST SENSES.

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